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AUTHOR Kirk, James J.; Kirk, Lynne D.
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ABSTRACT

This book is designed to be used as a supplemental instructional resource by teachers of courses and training workshops on a variety of career-related matters. Along with almost 60 games, the book contains background information on numerous career subjects and a six-step game selection model to help users locate the game best suited to achieve their instructional objectives. The games deal with a wide range of career topics: career motivation/resilience, development, dynamics, climate, promotion, and management. They can also be deployed to teach and reinforce career-related concepts. Each game is coded according to both its career topic and its instructional role, making game selection especially easy for the trainer with particular goals to accomplish. Each game includes specific instructions, as well as before, during, and after facilitation guidelines. Two appendixes provide answers to games and a gaming catalog containing certificates and props for games. (KC)

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